GAMES & FUN III (cont. from other side)

2 MEMORY MATCH (1 player): After you have seen the numbers you must re-enter them in order. Either use the joystick (push forward and the numbers scale up, pull and they scale down) and pull the trigger or push GO and use the keypad. You have a limited amount of time to enter each digit.

3 BAGELS (1 player): You have 20 tries to guess a secret 3 digit number. Enter the digits as you would in MEMORY MATCH. (If none of your guesses is right it prints "BAGELS".)

To return to menu: Enter 0.

I also have:
SET II-Video Art-Video Wallpaper, Random Line, Random Box, Color Box, Spiral, Doily, Scroll 1, Scroll 3, Color Wheel, Color War, Building Blox, Rubber Band, Laser Duel, Reverse Box, Perspective Box.
On my tape @ $6 or on yours @ $4

SET I

GAMES & FUN

1

1 CHEESE BOXES
2 RANDOM
3 SIREN

2

1 SLOT MACHINE
2 COLOR MATCH

(C)1979 by David Stocker

3

1 ROCK/PAPER/SCISSORS
2 MEMORY MATCH
3 BUILDING BLOX

SET I

GAMES & FUN I

To select game: Push game number on keypad or turn knob and pull trigger.

1 CHEESE BOXES (2 players): The object is to be the player who puts the fourth side on the most boxes. If a player completes a box he puts his initial inside of the box and takes another turn.

When you INPUT the intials you must put quote marks around them, i.e. I would enter "D".

When it is your turn use your joystick to move the blinking dot to one end of your intended line and pull the trigger. Then use the joystick to make the line and again pull the trigger. If either knob is turned all the way to the right (&(28)=0) you can move the dot after you have pulled the trigger. If you are unable to make a line turn the knob.

2 RANDOM (0 players): 17 random numbers create a random screen.

3 SIREN (0 players): Don't fool anyone with this one!

To return to menu: Push GO or pull back on the joystick and hold.

GAMES II

To select game: Push game number on keypad or use joystick as shown.

1 SLOT MACHINE (1 player): To set your starting amount or bet turn the knob and pull the trigger. If you pull back on the joystick your bet is multiplied by 10, if you push forward by 100. If you want to use the keypad and INPUT the amount push the WORDS key.

To start the machine pull back on the joystick or push the WORDS key. If two symbols match you get twice your bet back. If three symbols match (Super Jackpot) you get ten times your bet back. Bet wisely, you don't win every other time!

2 COLOR MATCH (1player): The number that you are trying to guess is the Background Color (between 0 and 256). If your INPUT was within ten it was HOT, within 20 WARM, and beyond 20 COLD. You have six tries to guess the secret color.

To return to menu: Enter 0.

GAMES & FUN III

To select game: Push game number on keypad or turn knob and pull trigger.

1 ROCK/PAPER/SCISSORS (1 player): Rember, rock breaks scissors, paper covers rock, and scissors cut paper. Either push the number on the keypad or turn the knob and pull trigger. The first to six wins.

(cont. on other side)

Games by DAVID STOCKER:333 CORONADO DRIVE:MT. VERNON,INDIANA 47620

I am not responsible for any damage to tapes after they leave my possession. If you have problems with loading off my tape return it to me and I will re-record or replace it. If you have problems with loading off your own tape try to re-record it using the lists.

```
1. >GAMES & FUN I
2. >CHEESE BOX<
3. >RND<
4. >SIREN<
5. (C)4/79
6. BY DAVID STOCKER
8. MT. VERNON, IN 47620
10 CLEAR;BC=88;FC=7
11 B=0;NT=0;C=255
12 FOR X=17TO 23;&(X)=0;NEXT X
20 PRINT"2 RANDOM
20 PRINT"GAMES & FUN I
30 PRINT;PRINT;PRINT" 1 CHEESE
   BOXES'
40 PRINT" 2 RANDOM
50 PRINT" 3 SIREN
70 A&(28)÷85
71 IF &(23)=8 B=1
72 IF &(22)=8 B=2
73 IF &(21)=8 B=3
75 IF TR(1) B=A
76 CX=-71,CY=-24;TV=A+48
80 GOTO 90+B
90 GOTO 70
91 GOTO 1000
92 GOTO 100
93 GOTO 500
100 CLEAR
110 CX=RND(150)-75
120 CY=RND(80)-40
130 TV=RND(66)+33
150 &(19)=RND(C)
160 &(20)=RND(C)
170 &(21)=RND(7)+7
180 BC=RND (C), NT=RND (9)
190 FC=BC+4+RND(32)x8
200 LINE RND (150)-75,RND(80)-40,RND(3)
210 BOX RND (150)-75,RND (80)-40,RND (10),
    RND(10),RND (3)
220 Y=110,GOTO 2000
500 CLEAR;&(21)=14
505 C=15;D=25;E=1
510 FOR B=1 TO 15
520 FOR A=CTO D STEP E
530 &(19)=A;NEXT A
540 F=C,C=D,D=F;E=-E
550 NEXT B NT=40,&(21)=0;&(19)=0
555 Y=560;GOTO 2000
560 FOR S=1TO 7
570 MU=76;MU=79
580 NEXT S,NT=0,Y=500;GOTO 2000
1000 .C BOX
1010 CLEAR;BC=127;FC=120;P=1;NT=3
1020 INPUT"INTIAL 1"@(3)
1030 INPUT"INTIAL 2"@(4)
1040 @(1)=0;@(2)=0,CLEAR
1060 BOX 0,0,129,61,3
1070 BOX 0,0,127,59,3
1080 FOR Y=-20TO 20 STEP 10
1090 FOR X=-48TO 48STEP 16
1095 BOX X,Y,1,1,3;NEXT X NEXT Y
1100 IF (@(1)>24)+(@(2)>24)GOTO 1600
1120 IF TR(P)GOTO 1120
1130 GOSUB 1800;BOX X,Y,1,1,3
1150 Q=X;R=Y;X=S;Y=U
1170 IF ABS(X)>48 X=Q
1180 IF ABS(Y)>20 Y=R
1190 BOX X,Y,1,1,3
1200 IF TR(P)GOTO 1235
1210 GOTO 1130
1235 LINE X,Y,4
1240 GOSUB 1800
1270 IF V W=0 U=V
1300 M=X+YxS;N=Y+Wx5
1320 IF &(27+P)=0GOTO 1200
1340 IF PX(M,N)GOTO 1240
1350 LINE S,U,3
1355 IF V=0 IF W=0 GOTO 1370
1360 IF TR(P)GOTO 1385
1370 LINE X,Y,3;GOTO 1240
1385 Q=0,N=X+9,R=X+16;S=X-7,T=X-16;
     U=Y+5,V=Y+10,W=Y-10
1386 A=PX(X,U);B=PX(N,V)
1390 C=PX(R,U);D=PX(N,Y)
1400 E=PX(S,U);F=PX(T,U)
1410 G=PX(S,Y);H=PX(T,Y-5)
1420 I=PX(S,W);J=PX(X,Y-5)
1430 K=PX(N,W);L=PX(R,Y-5)
1500 IF A IF B IF C IF D M=N;□=U,GOSUB 1540
1510 IF D IF L IF K IF J M=N;□=Y-5;GOSUB
     1540
1520 IF J IF I IF H IF G M=S;□=Y-5,GOSUB
     1540
1530 IF G IF A IF F IF E M=S;□=U;GOSUB
     1540
1531 IF Q=0 GOTO 1580
1535 GOTO 1100
1540 FOR W=-3TO 3
1545 IF PX(M+W,□) RETURN
1546 NEXT W,Q=Q+1,NT=3
1548 CX=M;CY=□;TV=@(P+2)
1550 @(P)=@(P)+1;CX=-28;CY=-35;NT=0
1570 TV=@(3),TV=61;PRINT#1,@(1),
1580 P=P+1,GOTO 1100
1600 CX=-24,CY=40
1610 PRINT "GAME OVER
1620 Y=2000;GOTO Y
1800 V=JX(P);W=JY(P)
1810 S=X+Vx16,U=Y+Wx10;RETURN
2000 IF &(23)=1 RUN
2010 IF JY(1)<0RUN
2020 GOTO Y
:RETURN,RUN  SZ=8
```

```
******************************************
*                                        *
******************************************
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```
1 .>GAMES II<
2 .>>SLOT MACHINE<
3 . >COLOR MATCH<
4 . (C)3/1/79
5 . BY DAVID STOCKER
6 . 333 CORONADO DRIVE
7 . MT VERNON, IN 47620
10 GOTO 1200
50 BC=176;FC=7,GOTO 70
60 NT=H;MU=I;MU=56,MU=J
61 MU=K;MU=K;MU=54;MU=J
62 MU=K;MU=J;MU=55;MU=J
63 MU=56,MU=J;MU=J;MU=I
70 CLEAR;NT=H;MU=I
71 MU=49,MU=51,MU=52
72 MU=K,MU=J;MU=51,MU=52
73 MU=J,Q=0,NT=0
100 CX=-23;CY=I,PRINT"START $
110 GOSUB 800;A=B,IF A=C RUN
130 NT=0 IF A÷2+Q÷2>10000GOTO 700
150 A=A+Q;IF A<1GOTO 60
180 CLEAR;BOX 0,8,39,11,1
181 BOX 0,8,33,9,3
182 BOX -6,8,39,1
183 BOX 6,8,39,1
200 CX=-29;PRINT "MONEY $",#1,A
210 CX=-17;PRINT " BET $";
220 GOSUB 800,IF B=0GOTO 60
250 IF B>APRINT "TRY AGAIN",GOSUB □;
    Q=0,GOTO 130
260 CX=-23,CY=24,PRINT"PULL LEVER
270 IF JY(1)<0GOTO 270
280 IF JY(1)<0GOTO 300
290 IF &(20)#I GOTO 280
300 D=RND (9)+90
310 E=RND (9)+90
320 F=RND (9)+90
330 NT=2;X=-11;CY=8
350 GOSUB N,TV=D,X=1
380 GOSUB N,GOSUB N
390 TV=E,X=13;GOSUB N
410 GOSUB N,GOSUB N
420 TV=F,NT=0,CY=-8
440 IF D=E IF E=F GOTO 570
450 IF D=E GOTO 530
460 IF D=F GOTO 530
470 IF E=F GOTO 530
480 CX=-29,PRINT "YOU LOST $",#1,B
500 NT=H,MU=I,MU=49,MU=J
501 MU=49;MU=L;MU=50
502 MU=49,MU=J;MU=99
503 MU=L,MU=J,Q=-B
520 GOSUB □,GOTO 130
530 CX=-19,PRINT "JACKPOT";Q=B,GOTO 600
570 CY=-36,PRINT "SUPER JACKPOT!";
    Q=3x10
600 CX=-29;PRINT "YOU WON $",#1,Q
620 NT=H,MU=I
621 MU=51,MU=J;MU=K;MU=J
622 MU=J,MU=51;MU=52,MU=J
623 MU=K;MU=J,GOSUB □,GOTO 130
650 FOR Y=1 TO 500 NEXT Y;RETURN
700 PRINT "YOU BROKE THE BANK
705 PRINT "YOU HAVE $20000
710 GOSUB □,GOSUB □;A=0,Q=0;GOTO 620
750 MU=I,FOR Z=94TO 97
760 CX=X,TV=Z;NEXT Z
780 CX=X;RETURN
800 B=(&(28)+25)x10
810 IF JY(1)=1 B=Bx100
820 IF JY(1)<0 B=Bx10
850 CX=19,CY=I,IF &(20)=I GOTO 900
860 PRINT#1,B,"...
870 IF TR(1) RETURN
880 GOTO 800
900 CX=13;CY=I,IF &(20)=I GOTO 900
910 INPUT"$"B;RETURN
1000 CLEAR;A=RND (255),NT=3
1010 BC=A,FC=BC+4+RND(32)x8
1020 FOR C=1 TO 6
1030 INPUT "YOUR GUESS ?"B
1040 IF A=BGOTO 1130
1045 IF B=0 RUN
1050 D=ABS (A-B)
```

```
>GAMES & FUN II (CONT)
1040 IF A=B PRINT "CONGRAT"
1070 IF A<B PRINT "HIGHER"
1080 IF B<A PRINT "HOT"; GOTO 1110
1090 IF B=A PRINT "WRONG"
1100 IF B>A PRINT "COLD"
1110 NEXT K
1120 PRINT "YOU LOSE, ANSWER: ";#4,A;
      GOTO 1140
1130 PRINT #5,"IS RIGHT!",
1140 GOSUB 0; GOTO 1000
1200 CLEAR Z(1),30:Z=Z+1:NT=0
1210 PRINT "GAMES II"
1220 CY=33:PRINT "1 FOR A SLOT MACH
      INE"
1240 PRINT "2 FOR COLOR MATCH
1250 GOTO 1290:PRINT "BY DAVID STOCKER
1260 IF (K/3)=8 GOTO 50
1270 IF (K/3)=1 GOTO 50
1280 IF (K/3)=6 GOTO 1000
1290 IF (K/3)=6 GOTO 1600
1300 GOTO 1260
H=10:F=33:J=48,K=53,L=54,N=750,O=600
:RETURN,RUN
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
1 GAMES & FUN III
2 KIDISK
3 MEMORY MATCH
4 BAGELS
5 (C) 1979
6 BY DAVID STOCKER
7 333 CORONADO DRIVE
8 MT VERNON, IN 47620
10 CLEAR,3:Z=Z1:FC=7
15 HT=0 S=3 J=1000
20 PRINT "GAMES & FUN III
30 CY=12:PRINT "1 ROCK/PAPER/
      SCISSORS
40 PRINT "2 MEMORY MATCH
50 PRINT "3 BAGELS
60 R=70:Y=-7:CY=-30
65 GOTO 4000
70 GOTO 4000
1000 H=0 U=0 NT=3
1010 GOSUB 3100;FOR X=1 TO 3
1020 PRINT #1,
1030 GOSUB 1500+X:NEXT X
1040 PRINT "YOU HAVE:";#1,H
1050 PRINT "I HAVE:";#2,U
1060 IF (H+U)<(U>5) GOTO 1400
1070 PRINT "YOU CHOICE:";
1080 X=0:PRINT;GOTO J+4
1090 NT=2:PRINT
1100 A=RND(3):IF A=K GOTO 1100
1110 PRINT "I PICKED";:GOSUB 1500+A
1120 PRINT "YOU PICKED";:GOSUB 1500+K
1130 IF A=1 IF K=2 GOTO 1200
1140 IF A=2 IF K=3 GOTO 1200
1150 IF A=3 IF K=1 GOTO 1200
1160 PRINT "I WON!
1170 U=U+1:GOTO 1220
1200 PRINT "YOU WON!
1210 H=H+1
1220 GOSUB J+6:GOTO 1010
1300 PRINT "GAME OVER
1310 GOSUB J+6;GOSUB J+6;GOTO 1000
1350 PRINT "ROCK RETURN
1360 PRINT "PAPER RETURN
1370 PRINT "SCISSORS RETURN
1380 GOSUB J+5 N=0, Z=0
2010 PRINT "CAN YOU REMBER
2020 PRINT #5,"NUMBERS?
2030 FOR K=1 TO 9
2040 FOR N=1 TO 9
2050 B(N)=RND(9)
2060 PRINT #1,B(N);:NEXT N
2070 GOSUB J+6;GOSUB J+6
2080 CLEAR 2:PRINT "60:
2090 PRINT:PRINT
2100 Z=-33:FOR N=1 TO 5
2110 R=21:GOTO J+7
2120 IF K#B(N) GOTO 2300
2130 NEXT N:S=S-1
2140 GOSUB J+6;GOTO J+2
2300 PRINT "SORRY
2310 FOR N=1 TO 5
2320 PRINT #1,B(N);:NEXT N
2330 S=S-1:IF S<1 S=1
2340 GOSUB J+6;GOTO J+2
3000 GOSUB J+5 NT=2
3010 FOR N=0 TO 2:B(N)=RND(9):NEXT N
3020 FOR L=1 TO 30:GOTO E+0
3030 PRINT #1,B(0);B(1);B(2);
3040 FOR N=0 TO 2
3050 NEXT N:PRINT:NT=2:GOTO 3100
3100 PRINT "3 BAGELS":GOTO 3200
3101 PRINT "1 RIGHT":GOTO 3200
3102 PRINT "2 RIGHT":GOTO 3200
3103 PRINT "ALL RIGHT!":GOTO 3220
3200 NEXT G:PRINT "COULD'T GET IT
3210 FOR L=0 TO 2:PRINT #1,B(N),;
      NEXT N
3220 GOSUB J+6,GOSUB J+6;GOTO J+3
4000 KY=0 J=0
4010 IF B(23)=8 K=1
4020 IF B(22)=8 K=2
4030 IF B(21)=8 K=3
4040 IF B(22)=16 RUN
4050 N:B(23)=B(J)
4060 IF TK(1)<>N, IF K=0 RUN
4070 IF K=0 GOTO 4010
4100 GOTO R
5000 CLEAR B=RND(255);FC=BC+4+RND(32)
      -8
6000 FOR T=1 TO 500;NEXT T:RETURN
7000 K=K+6:NT=0
7001 IF TR(K)=0 GOTO 7001
7005 FOR G=1 TO 40 NEXT
7010 IF Z<(B(23)-1) GOTO J+9
7020 I=I+TY(1)
7030 IF I<0 I=0
7040 IF I>7 I=7
7050 IF FR(I)<>Z; IF K=0 RUN
7060 IF K I=K
7070 CY=X;T1=I+48
7080 IF K<>0 GOTO R
7090 NOT Q;"IM Z=2120 PRINT"TIMES UP";
      GOTO 2300
7100 GOTO 7005
9000 IF B(23)=1 GOTO 9000
9005 CY=X:TV=32:TV=31
9010 CY=X:KZ=-9:IF K=0 RUN
9020 Z=1:GOTO 7000
:RETURN;RUN
```

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SET II

VIDEO ART I

To select game: Push program number on keypad or turn knob and pull trigger.

To return to menu: Pull joystick back or press GO and hold.

VIDEO ART II

To select game and return to menu: Same as above except where noted.

1 COLOR WHEEL: Push joysrtick forward and back to change intensity, left or right to change color. Pull trigger to display BC. GO or 0 0 0 returns to menu.

2 COLOR WAR: If both triggers are pulled or not pulled the screen fills with boxes. If one is pulled and the other isn't they start disappearing.

3 BUILDING BLOX: Use the joystick to move the dot, and pull the trigger to make a "blok". Push 1 to change the FC and BC. Push 2 and make "blox" like bricks on a house. GO returns to menu.

4 RUBBER BAND: Use the joystick to to make a line wherever you want and then pull the trigger. Push 1 to set FC and BC. GO returns to menu.

5 LASER DUEL: Each of two players controls one end of a line. Pull your trigger to display the line. GO returns to menu.

The other programs in SET II have no special commands.

(C)6/79 By DAVID STOCKER:333 CORONADO DRIVE:MT. VERNON, INDIANA 47620

I also have SET I-GAMES & FUN-with 9 games-On my tape @ $6; on yours @ $4

SET II

VIDEO ART

1

1 VIDEO WALLPAPER
2 RANDOM LINE
3 RANDOM BOX
4 COLOR BOX
5 SPIRAL
6 SCROLL TWO
7 SCROLL THREE
8 ELECTRIC DOILY

2

1 COLOR WHEEL
2 COLOR WAR
3 BUILDING BLOX
4 RUBBER BAND
5 LASER DUEL
6 REVERSE BOX
7 PERSPECTIVE BOX

(C)1979 by David Stocker

SET II

```
1 .VIDEO  ART I
2 . PICKRAMS BY BALLY
3 . EXPANDED BY
4 . DAVID STOCKER
5 . 333 ROCKWOOD DRIVE
6 . MT VERNON, IN 47620
10 CLEAR; BC=13; FC=7
15 ?;0,0,60
20 PRINT "VIDEO  ART I"
21 PRINT; PRINT " 1 VIDEO WALLPAPER
22 PRINT " 2 RANDOM LINE
23 PRINT " 3 RANDOM BOX
24 PRINT " 4 COLOR BOX
25 PRINT " 5 SPIRAL
26 PRINT " 6 ELECTRIC DOILY
27 PRINT " 7 SCROLL OUT
28 PRINT " 8 SCROLL THREE
31 IF G(Z)=1 A=1
32 IF G(Z2)=1 A=2
33 IF G(Z)=3 A=3
34 IF G(Z3)=4 A=4
35 IF G(Z2)=4 A=5
36 IF G(Z)=4 A=6
37 IF G(Z3)=2 A=7
38 IF G(Z2)=2 A=8
40 B=G(Z8)+30
41 C=7; J=C-8+48
42 IF TR(1)=2-3
43 GOTO 200+A
60 IF G(Z3)=1 RUN
70 IF JY(1)<0 RUN
80 GOTO 2
100 .VW
110 CLEAR;GOSUB 1100
120 B=RND(38)+4
130 FOR C=1 TO RND(20)+8
140 A=RND(19)-7;
150 BOX A-40,3,3,3
200 NEXT A;PRINT
230 RT;GO,GOTO 0
240 .ZL
310 CLEAR
315 FOR A=1 TO 15
320 LINE RND(63)-80,RND(32)-44,3;NEXT A
340 BC=RND(255);
350 FC=BC+RND(32)*8
360 E=31/5;GOTO 0
400 .R3
410 CLEAR;S=20;G=3
430 BC=G/S;S=S-2
440 BOX Y,Y,3,3,E
450 BOX Y,Y,3,3,E
460 BOX -Y,Y,3,3,E
470 BOX -Y,-Y,3,3,E
480 BOX Y,-Y,3,3,E
490 BOX -Y,-Y,3,3,E
500 BOX X-40,3,3,E
510 BOX -Y,X,3,3,E
520 X=RND( );Y=RND( )
530 E=40;GOTO 0
540 .CBOX
550 CLEAR
560 FOR A=1 TO 10
570 A=RND(40);
580 BOX 0,0,A,A,3
590 BC=BC-3;IF BC>255 BC=0
600 NEXT A;E=60;GOTO 0
700 .ST RAC
701 CLEAR;BC=RND(255);FC=BC+(RND(32)*8
710 STEAD(1)=1
720 FOR N=79 TO -79 STEP -5
730 LINE N,-N,3,1
735 IF JY(1)<0 RUN
740 LINE N,-N,3,1;NEXT N
750 FOR N=79 TO -79 STEP -5
760 LINE 79,N,1
765 IF JY(1)<0 RUN
768 IF G(Z3)=1 RUN
770 LINE -79,-N,1;NEXT N
780 FOR A=1 TO 20;E=780;GOTO 0
790 NEXT A;GOTO 760
800 .S3
810 CLEAR;GOSUB 1100,GOTO
820 S=4+RND(4)
830 C=RND(S-3)
840 FOR A=-72 TO 77 STEP S
850 BOX A-39,C,3,1
870 NEXT A;PRINT
880 FC=7+8*RND(32)*
890 E=720;GOTO 0
900 .S3
901 CLEAR;GOSUB 1100,
910 BC=0
920 S=4+RND(4)
930 C=RND(S-3)
940 FOR X=-72 TO 77 STEP S
950 BOX X-39,C,3,1;NEXT X
960 FOR A=-72 TO 77 STEP S
970 E=490;GOTO 0
980 T=RND(3)+1
1000 FOR S=-43 TO 36 STEP T
1010 BOX A,36,1,3,NEXT B
1030 NEXT A;PRINT
1050 FC=7+8*RND(32)
1060 GOTO 910
1100 FOR A=1 TO 10;PRINT
1110 NEXT A,RETURN
1300 .ED
1500 BC=83;CLEAR
1510 X=0;Y=0
1520 X=X+RND(4)-5
1530 Y=Y+RND(4)-5
1540 A=Y;B=6;C=3
1550 M=X;N=Y
1560 GOSUB 1800;M=-X
1570 GOSUB 1800;N=-Y
1580 GOSUB 1800;M=Y;N=-X
1600 GOSUB 1800;M=-Y
1610 GOSUB 1800;N=-X
1620 GOSUB 1800;M=Y
1630 GOSUB 1800
1640 IF KEYS GOTO 1510
1650 IF TRS GOTO 1570
1670 E=1570;GOTO 0
1800 BOX M,N,A,B,C
1820 RETURN
2000 GOTO 32
2001 GOTO 100
2002 GOTO 300
2003 GOTO 400
2004 GOTO 600
2005 GOTO 700
2006 GOTO 1500
2007 GOTO 800
2008 GOTO 900
1 RETURN,RUN
```

0=THE LETTER
O=THE NUMBER

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SET II (CONT)

```
1 .)VIDEO ART II
2 . BY:DAVID GO
3 . DIV 3 STORER
4 . 333 CLARO WAUD DRIVE
5 . MT VERNON,IN 47620
7 . (C) 1979
10 A=0:B(49)=63:CLSWAR
20 N=0:B=0:A=0
30 PRINT "VIDEO ART II
31 PRINT "PRINT 1 COLOR WAR
32 PRINT " 2 COLOR WAR
33 PRINT " 3 BLACK OSC
34 PRINT " 4 BLACKJACK BAND
35 PRINT " 5 COLOR OSC
36 PRINT " 6 REVERSE BAR
37 PRINT " 7 PERSPECTIVE BAR
40 IF B(1)=8 A=1
41 IF B(2)=8 A=2
42 IF B(3)=8 A=3
43 IF B(4)=8 A=4
44 IF B(5)=8 A=5
45 IF B(6)=8 A=6
46 IF B(7)=8 A=7
47 B:B(8)=36
48 CX=-71:FX=3+48
49 IF TRE(1)A=0
50 GOTO 1)SET A
60 IF B(2)=1 RUN
70 IF JVC(1)COLUM
80 GOTO 2
100 ,WAR
110 CLCAR;C=0;W=7
130 C=C+JVC(1)
140 IF C>71 C=31
150 IF C<0 C=0
155 IF B(23)=1 RUN
160 H=MOD(C)
170 IF H>7 H=7
180 IF H<0 H=0
190 BC=INT(C/8)+H:NC=BC+12
210 IF TA(1)=0 GOTO 230
220 PRINT A,B,C
225 IF X=0 RUN
230 GOTO 130
300 ,WAR
310 CLCAR
320 BC=KN(1)=5+5
330 Z=370;GC=0
340 V=RND(40)-80
360 B=RND(23);A=RND(25)
380 IF TR(1)=TR(2)Z=1
390 Z=TRL(1)=TR(2)C=2
391 PL X,Y,A,B,C
392 GOTO 320
400 ,FB
410 CLCAR
470 A=A+JX(1),B=B+JY(1)
471 IF B(23)=8 GOSUB 1000
475 IF B(23)=1 RUN
480 LINE 0,0,0
500 LINE A,B,3
510 IF TRL(1)GC=0 500
520 LINE 0,30-C,LINE A,B,3
530 IF KN(1)<0 GOTO 370
550 GOTO 470
560 LINE 0,30-C,LINE A,B1
570 C=A,0=3
580 IF TRL(1)GOTO 540
595 GOTO 470
600 ,LD
610 CLCAR;X=0;V=0
620 A=0,B=0
640 X=X+JX(1)*3
650 Y=Y+JY(1)*3
660 LINE X,Y,TRL(1)+2
670 A=A+JX(2)
680 B=B+JY(2)
690 LINE A,B,TRL(2)+2
691 BC=KN(1)*5+5
692 FC=KN(2)*5+5
693 GOTO 640
700 ,BD
705 FC=175,BC=0
710 CLCAR;A=3
720 X=0;Y=0;W=3,S=1
730 V=JX(1),W=JY(1)
740 H=X,F=Y;R=2
750 X=X+V*A+V;Y=Y+W*A+W
760 IF B(23)=8 X=X*R,Y=Y*R,R=-R
780 IF ABS(X)>66 X=H
790 IF ABS(Y)>36 Y=F
800 BC=X,Y,W,3
810 IF TRL(1)80 X,Y,W,A,R;GOTO 840
830 BC=X,Y,W,3
840 IF B(23)=8 GOSUB 1000
841 IF B(23)=1 RUN
850 GOTO 730
860 ,SD
870 CLCAR
920 A=0;W=4;Y=4;BC=0
930 FC=1 M=X;IF A STOP 2
970 S=A+2-M;SOR X,Y,S,S,F
980 T=T+RND(36)
1000 X=X+1;Y=Y+1
1020 IF F=1 F=0;GOTO 1040
1025 F=-1
1030 IF JX(1)<0 RUN
1035 IF B(23)=1 RUN
1040 NEXT M
1095 Z=RND(20);GOTO 0
1400 ,RBX
1405 CLCAR;B(0)=34
1410 BC=RND(27)
1415 FC=BC+49+RND(32)*8
1420 A=RND(55)
1425 B=A+4+RND(32)*8;B(0)=A;B(1)=A;
1430 FOR X=134 TO 79 STEP -10
1440 FOR X=27
1450 BOX 0,0,X,3
1460 NEXT X;Z=1 410,GOTO 0
1500 GOTO 40
1501 GOTO 100
1502 GOTO 300
1503 GOTO 700
1504 GOTO 900
1505 GOTO 600
1506 GOTO 1400
1507 GOTO 500
1800 INPUT "BC";B;INPUT "FC";F;BC=B,FC=F;
CLCAR;X=0;Y=0;RETURN
SETURN;RUN
```

B=THE LETTER
O=THE NUMBER

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